

Let's sketch it! Good ways

Discover the Good ways game, working on situating oneself in space while understanding climate topics. Use the general guidelines below to build your own vision of this playful activity in your classroom or at home with your kids!



SDG
SOCIETAL COMMITMENT

Societal challenge to be approached/solved during the game

Children are not sufficiently aware about climate issues, sustainable energy and responsible consumption.

Linked SDGs



 Aix-Marseille Université



GAME
PLAYFUL COMMITMENT

Game target & pre-requisites

Work alone

6 - 12 years old

Indoor

In the classroom

Feasible at home

Describe the game universe

The game takes place in various scenes, representing by game levels, highlighting some main climate problems.



What makes the player moves forward? How is the game organised? What are the strategies to win/collaborate?

Each game's level board offers different drawn challenges that players must accomplish in a limited time by making, according to the mission type, paths, circles or points on their own transparent sheet only (without overlaying the level board) collecting points and avoiding prohibited areas (representing bad behaviors regarding climate). When the time is up, each player superimposes in turn his transparent sheet on the level board for the first time and counts the corresponding points.



PEDAGOGY
LEARNING COMMITMENT

Skills and competencies targeted by the game

Understand representations of the world activity

Understand the relationship between object and space

Question the world of living things

Space and geometry

Reason

Understand natural systems and technical systems

Pedagogical interest

Help to situate oneself in space while having fun. Deal with a climate topics.